

## Northville House Softball Rules

1. All coaches and umpires will adhere to rules for each division
2. Head Coaches must keep their assistant coaches and parents under control. Only the Head Coach should address the umpire
  - Per the code of conduct that everyone has agreed to when registering
3. Game Information:

	<b>GMP</b>	<b>Primary</b>	<b>Intermediate</b>	<b>Advanced</b>
<b>Bases</b>	60 Ft, 84-10.25 Ft to 2 <sup>nd</sup>	60 Ft, 84-10.25 Ft to 2 <sup>nd</sup>	60 Ft, 84-10.25 Ft to 2 <sup>nd</sup>	60 Ft, 84-10.25 <sup>''</sup> Ft to 2 <sup>nd</sup>
<b>Mound</b>	Pitching machine @ 35 Ft	35	40	43
<b>Innings</b>	6	6	7	7
<b>In-Field Fly</b>	No	No	Yes	Yes
<b>Stealing</b>	No	No	Yes (*)	Yes(**)
<b>Lead Off</b>	No	No	No	Yes(**)
<b>Metal Spikes</b>	No	No	No	Yes
<b>Field Time</b>	2 Innings by the 4 <sup>th</sup> , Minimum 3 Total	2 Innings by the 4 <sup>th</sup> , Minimum 3 Total	2 Innings by the 4 <sup>th</sup> , Minimum 3 Total	2 Innings by the 4 <sup>th</sup> , Minimum 3 Total
<b>Strike/Ball Count</b>	See rule below	See pitching modification rule below.	Start at 0 - 0	Start at 0 - 0
<b>Dropped 3<sup>rd</sup> Strike</b>	Out	Out	Out	Batter must be thrown or tagged out, unless 1 <sup>st</sup> is occupied
<b>Bunting</b>	Not Allowed	Allowed(+)	Allowed(+)	Allowed(+)
<b>Ball</b>	11 <sup>''</sup> softies	11 <sup>''</sup>	12 <sup>''</sup>	12 <sup>''</sup>

\*Limit of 3 per inning. A passed ball counts as a steal. A double steal counts as 1. A runner on 3<sup>rd</sup> cannot advance to home unless there is a ball put in play, bases loaded walk, or bases loaded and batter is hit by pitch (none of this applies to Advanced)

\*\*Stealing and secondary lead offs are allowed after the pitcher releases the ball to home.

+No Fake or Swinging Bunts. A batter will be called out for fake bunting.

- a. Game time is first pitch
  - b. Scoring Limit – 5 runs per inning, unlimited in 6<sup>th</sup> inning for GMP & Primary and 7<sup>th</sup> inning for Intermediate and Advanced
  - c. Mercy Rule – 12 runs after losing team has batted 5 times, 8 runs after losing team has batted 6 times (GMP 12 Run Mercy Rule after 5 Innings)
  - d. Complete game is 4 Innings (3.5 if Home team is winning) constitutes a complete game..
  - e. Game Time Limit – No new inning starts after 2 hours, but inning is finished. Umpire is official time keeper
  - f. A batter currently at the plate will be allowed to complete their at bat if time limit expires.
  - g. Lightning-if spotted by the umpire, game will be delayed 30 minutes and clock will restart at each successive strike of lightning.
4. Uniforms:
    - a. Must use uniform provided by league, with jerseys tucked in
    - b. No Jewelry to be worn at any level.
  5. Batting:
    - a. Bat Rule – Barrel Size 2.25<sup>''</sup> Max, No weight drop limit
    - b. When bunting a foul ball on 3<sup>rd</sup> strike results in batter being called out (GMP doesn't apply)
    - c. No hitting sticks are to be used on game day
    - d. All batters must wear helmet with facemask/cage
  6. Pitching:
    - a. A pitcher is to be removed from the game if 3 batters are hit by a pitch.
    - b. Pitching limit is 4 innings per 7 inning game (do not have to be consecutive), extra innings are considered a new game
  7. Runners must slide or give themselves up to avoid collision with fielder. **All base runners can be called out for failing to avoid contact.**
  8. Coaches must keep their parents under control **per the code of conduct that everyone has agreed to when registering**
  9. Coaches are responsible for their own make-ups due to schedule conflicts.
  10. Players having to leave early may do so without penalty to team. Must notify other coach before game or as soon as possible
  11. **Primary Base running:** A runner may take one extra base on an overthrow (in jeopardy), and is limited to a 2B on a ball not hit past the infield

### **Primary Pitching Modification:**

3 inning max per pitcher per game. A pitch to 1 batter in an inning counts as a complete inning. 1 mound visit per inning. Pitchers can be re-inserted so long as they do not exceed 3 innings. HBP gets 1B. 5 HBP per game, pitcher must be removed.

#### **For all games before Memorial Day Weekend (Instructional)**

Batters will begin with a 0-0 count, 3 strikes is a strikeout, 4 balls is not a walk. HBP gets 1B.

If a pitcher pitches 4 balls in an at-bat, it is not a walk, the batter's coach will complete the at-bat for the pitcher with called balls and strikes. If the batter has not either put the ball in play or struck out after 3 pitches, then she is out except on a foul. Coach pitches within 8' of the mound, in umpire's sole discretion.

#### **For all games on or after Memorial Day Weekend**

Batters will begin with a 1-1 count. The pitcher completes every at bat, no coach comes in to pitch. 3 strikes is a strikeout, 4 balls is a walk.

### **8U-Machine Pitch**

- 5 total swings/pitches (unless 5th pitch is fouled off, then batter gets another pitch, no strikeouts until 5th swing/pitch)
- No walks
- Defensive team may have 10 players in field and defensive coaches may be in the outfield
- 2B maximum hit; no advancement on overthrows
- Utilize a bucket of balls at pitching machine to increase pace of play
- Machine fed by the offensive coaches
- If a player is hit by pitch, the pitch is counted towards the 5 pitches and player is not awarded first base